



LPJ9714

RACES OF NEOEXODUS: SASORI



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Resources wax and wane, weapons and spells become obsolete, the master craftsman of one era is displaced by the industry of the next, and even land becomes worthless with the shifting ages - information, say the Sasori, is the one commodity that is always in demand. These scorpion-like creatures are brokers of information, by turns the greatest secret-keepers and the supreme spies of Exodus. Sasori are also known for their willingness - and ability - to kill to protect their secrets.

PERSONALITY:

Sasori are excellent listeners; they prefer to hear than to be heard, and what they hear, they never forget. A Sasori can be surprisingly personable, wheedling information from an unsuspecting informant. Sasori are fiercely independent of outside control, and just as fiercely loyal to their clans. Most are extremely honorable, never breaking a confidence, risking their lives for a few words on a contract - yet, their honor does not prevent them from turning on a long-time associate if someone else contracts their services. Sasori do not understand concepts like fidelity or friendship outside the bonds of family; they are loyal to the death to their kin and the agreements they bind themselves to, but any and all outsiders are fair game. Sasori value information above all else; to learn something from a Sasori, one must tell him something he does not know.

PHYSICAL DESCRIPTION:

Sasori resemble humanoid scorpions. Their hands are claws, their jaws mandibles. Their bodies are covered with a dark, rust-colored carapace and small, fine hairs with which they 'smell' the surrounding air. Sasori 'eat' by vomiting forth acidic digestive juices to melt their prey and lapping up the result, a process that can take several hours in the case of a large meal. Sasori rarely wear clothes (except for concealing robes when moving about in public), instead painting elaborate clan, rank and religious symbols on their exoskeletons.

RELATIONS:

Few like the Sasori, but almost all depend on them. Sasori are welcome at the back doors of the houses of the mighty of all races, who require their services to maintain power; cyneans and prymidians regularly partake of the Sasori's immense stores of knowledge.

Sasori are considered a necessary evil by most people on Exodus; the common folk, who have less need and desire for information, sometimes omit the 'necessary.' Despite this, Sasori can be pleasant conversationalists and many find themselves treating the creatures as close confidants almost without realizing it.

ALIGNMENT:

Most Sasori cleave strongly to tradition and contract - and their morals end there. The typical Sasori is Lawful Evil. Lawful Neutral, Neutral Evil and True Neutral Sasori are not uncommon, and a few are even Lawful or Neutral Good. Chaotic Sasori are generally considered mad by their fellows, and are usually exiles.

SASORI LANDS:

Sasori can be found anywhere in Exodus. They have few physical needs and can survive in most environments. Sasori rarely gather in groups larger than a single clan, and even a clan may be dispersed over an entire region. The largest concentrations of Sasori dwell in the Wildlands of Bal, leading many scholars to suggest these may be their place of origin. If the Sasori know where they come from, they certainly aren't telling.

RELIGION:

Like much about the Sasori, their religion is an intensely private affair. Outsiders are not welcome at Sasori ceremonies, and even the names of Sasori gods are closely guarded secrets. In their own enclaves, the Sasori are deeply religious and worship a vast pantheon. These gods preside over all aspects of 'the long night,' as Sasori call life, and the rituals and customs dedicated to them establish the rhythm of Sasori existence.

LANGUAGE:

Sasori communicate amongst themselves with a complex series of sounds, gestures and pheromones. Other humanoids have difficulty deciphering this language, much less reproducing it. Sasori also speak common, and many learn other languages as well.

NAMES:

All Sasori possess both a clan and a given name. These names are closely guarded secrets, as the Sasori believe a true name can give power to magicians and witches - and, as they are the premier brokers of information on Exodus, perhaps they are right. Sasori use nicknames outside their clans, favoring those that reflect shadows, knowledge and the desert.

Clan Names: C'kat, Dar'rat, Kr'rt, T'kart, Za'tar

Male Names: Hd'bol, Kn'lod, Tak'fc, Ws'dm,

Female Names: Ch'ot, Mek'tal, Nki'ol, S'stal, Ut'al

ADVENTURES:

Sasori adventure either as part of their information-gathering activities or because they have been severed from their clans. By far the majority of Sasori adventurers are spies or assassins in good standing, the only difference being that they seek information held mostly by those already dead rather than brokering it among the living. Sasori cast out from their clans usually have few skills applicable outside the adventuring life; they may be out for no one but themselves, or they may adopt their adventuring companions as a surrogate clan.

SASORI RACIAL TRAITS

- **Medium:** As Medium creatures, Sasori have no special bonuses or penalties due to size.
- Sasori base land speed is 30 ft.
- **Carapace:** Sasori have a hardened carapace, granting them +1 natural armor.
- **Darkvision:** Sasori can see in the dark up to 60 ft. Darkvision is black and white only, but it is otherwise like normal sight, and Sasori can function just fine with no light at all.
- **Poisonous Blood:** A Sasori's blood is mildly poisonous; although harmless to most creatures, this is extremely foul to the taste. Creatures with an Int of 1 or more that have succeeded at a bite attack against a Sasori must make a Will save (*DC 15 + the Sasori's Constitution modifier*) or be unwilling to bite any Sasori for 24 hours. A creature attempting to swallow a Sasori must also make this save.
- **Poison Resistance:** Sasori get a +2 racial bonus to saves against poison. This ability stacks with the

Sasori's Vermin Affinity, giving him a +4 racial bonus to saves against the poisons of Vermin.

- **Racial Skills:** Sasori have a +4 racial bonus to Climb, Hide and Move Silently checks.
- **Vermin Affinity:** Sasori get a +2 racial bonus on all saves and skill checks involving creatures of the Vermin type. For purposes of saves against Vermin poisons, this ability stacks with a Sasori's Poison Resistance. For purposes of the Handle Animal and Ride skills, Sasori treat Vermin with an Int of 2 or less as Animals; Sasori can use Handle Animal on mindless Vermin (*those with an Int of -*) as though they had an Int of 1.
- **Automatic Languages:** Sasori and Common. Bonus languages: Cynean, Dwarven, Goblin, Halfling, Ignan, Terran.
- **Favored Class:** Rogue. A multiclass Sasori's rogue class does not count when determining whether he takes an experience point penalty. Sasori are naturally inclined to stealth and subterfuge.

SASORI FEATS

The Sasori are a skilled people. Their unique feats cover a variety of abilities relating to their racial tendencies; few Sasori take all these feats, but many at least dabble in them.

FRIEND OF SECRETS - SASORI

You have the respect of many Sasori clans and may call upon them for information.

Prerequisites: Sasori, Diplomacy 5 ranks, Gather Information 5 ranks.

Benefits: Rather than making a normal Gather Information check, you may consult the local Sasori. Provided you can find the Sasori clan in an area, you may make both a Diplomacy and a Gather Information check, each with a +2 synergy bonus, and take the higher of the rolls as the result of your Gather Information check. This takes no more time than a normal Gather Information check.

SECRET-KEEPER - SASORI

Your place in Sasori society is assured by your great knowledge of secret things.

Prerequisites: Sasori, Friend of Secrets, Diplomacy 7 ranks, Gather Information 10 ranks.

Benefits: Any time you could use Friend of Secrets, you may choose to automatically gain the knowl-

SASORI PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Analyze Opponent, Skulker
2	+1	+0	+3	+0	Dex +2
3	+2	+1	+3	+1	Death Attack

edge of the most informed and influential Sasori in the community. This works like Taking 10 or Taking 20, except that the number added to your Gather Information or Diplomacy check is equal to the character level of the highest-level Sasori in the community.

Special: A Sasori who is discovered to have shared the information gleaned from this feat with any non-Sasori is disgraced, losing the benefit of both this feat and Friend of Secrets.

VERMIN RIDER-FIGHTER, SASORI

You are an expert vermin rider of the desert Sasori.

Prerequisites: Mounted Combat, Ride 5 ranks, Vermin Affinity.

Benefits: While riding a creature of the Vermin type, you and your mount gain a +2 competence bonus on attack and damage rolls, Ride checks, and special maneuvers.

VIRULENT POISON-SASORI

Your blood is particularly foul and toxic to other creatures.

Prerequisites: Sasori, Con 15+.

Benefits: Any creature affected by your Poisonous Blood ability must make a Fortitude save (DC 10 + ½ your character level + your Con modifier) or become poisoned. The poison deals 1d3 points of Dex damage as both initial and secondary damage.

SASORI PARAGON

The Sasori Paragon embodies his race's ideals. He is secrecy personified, a shadow, a wisp, a memory - if that.

While paragons are common among many of the races of Exodus, the Sasori Paragon is rare. Or perhaps

it merely seems that way; no one, even among the Sasori, knows how many of these intensely private beings operate on the surface of Exodus at any given time. Two Sasori Paragons could pass in a street, not only without recognizing each others' abilities, but without neither knowing the other was even there!

CLASS INFORMATION

The following information pertains to the Sasori Paragon class.

HIT/DIE

The Sasori Paragon gains 1d6 hit points per level. The character's Constitution modifier applies.

CLASS SKILLS

The Sasori Paragon's class skills (*and the key ability for each skill*) are:

Climb (*Str*), Bluff (*Cha*), Decipher Script (*Int*), Disguise (*Cha*), Forgery (*Int*), Gather Information (*Cha*), Hide (*Dex*), Intimidate (*Cha*), Knowledge (*history*) (*Int*), Knowledge (*local*) (*Int*), Knowledge (*nobility and royalty*) (*Int*), Listen (*Wis*) and Move Silently (*Dex*).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the Sasori Paragon class.

Analyze Opponent: A Sasori Paragon knows knowledge is power and can turn that power against his foes. By making a Gather Information check to glean information about any one character of whom he is aware, the Sasori Paragon gains a bonus to attack, AC and Sense Motive checks against that opponent equal to his class level. The DC of the Gather Information check, and the time to complete it, depend on how obscure the target is.

The Sasori Paragon can only Analyze a single opponent at a time; if he uses this ability against another character, he loses the bonus against the first.

Skulker: A Sasori Paragon's racial bonus to Hide and Move silently checks increases by his class level.

Dexterity Increase: A Sasori Paragon's Dex increases by +2 at 2nd level.

Death Attack: If an Sasori Paragon studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (*Sasori Paragon's choice*). While studying the victim, the Sasori Paragon can undertake other actions so long as his attention stays focused on the target and the target does not detect the Sasori Paragon or recognize the Sasori Paragon as an enemy. If the victim of such an attack fails a Fortitude save ($DC\ 10 + \text{the Sasori Paragon's class level} + \text{the Sasori Paragon's Int modifier}$) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the Sasori Paragon. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the Sasori Paragon has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (*the victim makes her save*) or if the Sasori Paragon does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

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CLASS SKILL	SKILLS					MAX RANKS
	(CLASS/CROSS-CLASS)					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RACIAL RANKS	MISC MODIFIER	

<input type="checkbox"/> APPRAISE ■	INT	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> BALANCE ■	DEX*	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> BLUFF ■	CHA	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> CLIMB ■	STR*	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+4	+
<input type="checkbox"/> CONCENTRATION ■	CON	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> CRAFT ■ (_____)	INT	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> CRAFT ■ (_____)	INT	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> CRAFT ■ (_____)	INT	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> DECIPHER SCRIPT	INT	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> DIPLOMACY ■	CHA	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> DISABLE DEVICE	INT	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> DISGUISE ■	CHA	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> ESCAPE ARTIST ■	DEX*	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> FORGERY ■	INT	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> GATHER INFORMATION ■	CHA	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> HANDLE ANIMAL	CHA	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> HEAL ■	WIS	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> HIDE ■	DEX*	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+4	+
<input type="checkbox"/> INTIMIDATE ■	CHA	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> JUMP ■	STR*	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (_____)	INT	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (_____)	INT	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (_____)	INT	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (_____)	INT	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (_____)	INT	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> LISTEN ■	WIS	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> MOVE SILENTLY ■	DEX*	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+4	+
<input type="checkbox"/> OPEN LOCK	DEX	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> PERFORM (_____)	CHA	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> PERFORM (_____)	CHA	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> PERFORM (_____)	CHA	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> PROFESSION (_____)	WIS	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> PROFESSION (_____)	WIS	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> RIDE ■	DEX	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> SEARCH ■	INT	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> SENSE MOTIVE ■	WIS	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> SLEIGHT OF HAND	DEX*	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> SPELLCRAFT	INT	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> SPOT ■	WIS	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> SURVIVAL ■	WIS	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> SWIM ■	STR*	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> TUMBLE	DEX*	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> USE MAGIC DEVICE	CHA	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> USE ROPE ■	DEX	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> _____	_____	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> _____	_____	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
<input type="checkbox"/> _____	_____	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>

■ Denotes a skill that can be used untrained.
☐ Mark this box with an X if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

CHARACTER NAME	PLAYER	
	SASORI	
CLASS & LEVEL	RACE	ALIGNMENT

CAMPAIGN

--

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM		AC BONUS	WEIGHT	SPECIAL PROPERTIES
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

ARMOR/PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

SPELLS

[illegible]

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 MAX LOAD	PUSH OR DRAG 5 MAX LOAD

MONEY

CP—
SP—
GP—
PP—

FEATS

[illegible]

SPECIAL ABILITIES

Darkvision 60 ft.; Poisonous Blood; Poison Resistance: +2 racial bonus; Vermin Affinity: +2 racial bonus on all saves and skill checks with Vermin type.

[illegible]

LANGUAGES

Initial Languages = Common + racial languages + one per point of Int Bonus

Common and Sasori

SPELLS

DOMAINS/SPECIALITY SCHOOL:

0: _____

1st: _____

2nd: _____

3rd: _____

4th: _____

5th: _____

6th: _____

7th: _____

8th: _____

9th: _____

SPELL SAVE

--	--

DC MOD

ARCANE SPELL FAILURE

□ %

7%

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELLS SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0:	<input type="text"/>	0
<input type="text"/>	<input type="text"/>	1st:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2nd:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3rd:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8th:	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9th:	<input type="text"/>	<input type="text"/>



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